

GAME BOY ADVANCE



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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.

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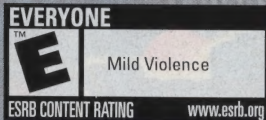
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WHAT IS "DUNGEON DICE MONSTERS"?

"DUNGEON DICE MONSTERS" (ALSO REFERRED TO AS DDM) IS A HEAD-TO-HEAD DICE BATTLING GAME BASED IN THE YU-GI-OH! WORLD. IN DDM, PLAYERS THROW DICE INSCRIBED WITH A VARIETY OF CRESTS AND BUILD A DUNGEON ON THE FIELD WITH THE DICE. MONSTER PIECES ARE PLACED IN THE DUNGEON AND CAN BE MOVED THROUGHOUT THE FIELD TO ATTACK THE OPPONENT. DDM IS AN ALL-NEW TYPE OF BATTLE STRATEGY GAME, WHICH ALLOWS PLAYERS TO DEVELOP DEEP STRATEGIES AND TACTICS.

HOW TO PLAY

Players transform the dice on the Field into a dungeon and build pathways that lead summoned monsters against your opponent. Players must defeat the enemy Die Master to win the match.

SPECIAL TERMS

Explains the items and special terms that appear in the game.

DICE

The dice are cubes inscribed with a variety of Crests that contain items or monsters. Players use them to build a dungeon on the Field.



DIE FACES

There are 6 varieties in all. Each face of a die has a Crest on it. Depending on which Crests are rolled, players may be able to Summon monsters or save up Crests.



MONSTERS

The game progresses by moving these figures and making them battle with the enemy.



CRESTS

Actions such as attacking and moving require "payment" of Crests.

FIELD

The game takes place on a 19x13 grid of squares. This is where players build their dungeons.



DUNGEON

Players use the dice to build the paths in the Field. The monsters move on these paths.

DICE POOL

The 15 dice that are used in the game make up the Dice Pool.



DICE BOX

This contains all of the dice the player possesses. The box can hold up to 99 of each type of dice.



DIE MASTER

This figure represents the players in the match. The Die Masters stand at opposite ends of the game board. (Field) Win the match by attacking the enemy Die Master 3 times.



GAMEPLAY

Explains the 6 basic steps in the game.

1. DICE POOL FORMATION

Select 15 dice to be used in the game from the dice box. Players must do this before the start of a match or tournament. The game cannot start until 15 dice have been selected.



2. ROLL THE DICE

Players select 3 dice from the Dice Pool at the start of each turn and roll them. Depending on which Crests are rolled, monsters may be Summoned or Crests can be saved up.



3. SUMMON MONSTER/ITEM

Players can Summon monsters (or items) if two or more Summon Crests of the same level are rolled. Choose one monster (or item) from the dice shown and place it on the Field.



4. DIMENSION

After performing a Summon, a die is "unfolded" into a flat 6-square piece and placed on the Field. This is called a Dimension. The first piece must be touching one side of the Die Master area. Any pieces after that must be connected to the player's dungeon.



5. MONSTER MOVEMENT AND BATTLES

A Summoned monster needs Crests in order to perform actions on the field. Therefore, it cannot act when there are no Crests. One Movement Crest is necessary for the monster to move one square. One Attack Crest is needed for a monster to attack an enemy in an adjacent square. Monsters cannot attack diagonally. (See Pg. 23 - Crests)



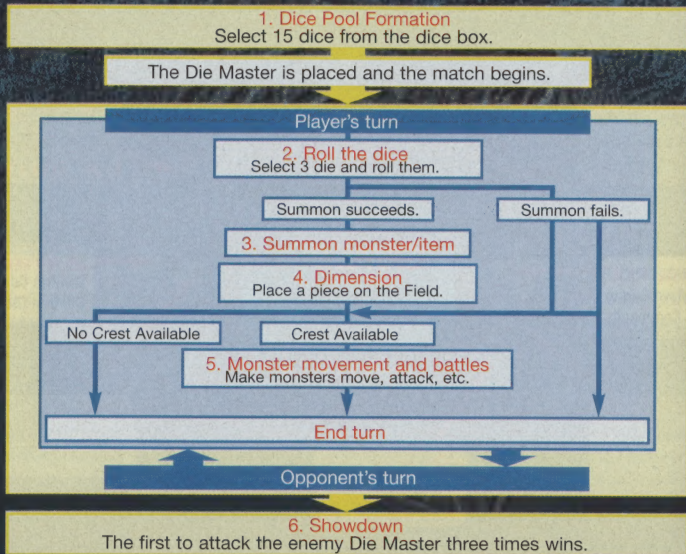
6. SHOWDOWN

Repeating steps 2-5, the player must try to attack the enemy Die Master. You must attack the enemy Die Master three times in order to win the match.



GAME FLOW

A diagram of the six basic steps in the game.



CONTROLS

Explains the basic controls of the game. For a detailed explanation of controls used during the game, please refer to each explanation page.

L BUTTON

Display Dice Details
Display Monster Details
Display Item Details

R BUTTON

Cycle Through
Summoned Monsters
Rotates Dungeon Pieces

CONTROL PAD

Move Cursor
Select Commands

A BUTTON

Confirm Commands
Confirm Dice

START

Display Menu Window
Change Shape of
Dungeon Pieces

SELECT

Change Shape of
Dungeon Pieces

B BUTTON

Cancel Commands
Return to Previous Screen



HOW TO START THE GAME

Insert the Game Pak correctly into the Game Boy® Advance unit and move the Power Switch to ON. After an opening movie, the Title Screen will be displayed. (Skip to the Title Screen by pushing START during the movie.)

Press START at the Title Screen and the Title Menu will be displayed.



PLAYING A GAME FROM THE BEGINNING

To play a game from the beginning, select NEW GAME at the Title Menu and press START or the A Button. The Name Entry Screen will be displayed.

CAUTION: ONLY ONE GAME CAN BE SAVED. If NEW GAME is selected when a game has already been saved, all old data will be lost. Please be careful!

NAME ENTRY SCREEN



1. Select a letter by moving the Select Cursor with the Control Pad and use the A Button to enter the selection.
2. To make a correction, use the L/R Buttons to move the Input Cursor to the letter to be overwritten and enter the correct letter. You can also erase a letter with the B Button.
3. When all of the letters have been entered, and by selecting "END" and pressing the A Button. You will be asked if the name you have inputted is correct or not. Select "Okay" if it is correct. If it is not correct, select "Cancel".



TO CONTINUE A GAME

To continue a previous game, select "CONTINUE" from the Title Menu and press START or the A Button.

SAVING AND LOADING

This game system automatically saves and loads. Game data is rewritten from time to time during play. When the power is turned ON, the save data will load and the game will restart from where a player left off the previous time.

GAME MENU

The Game Menu will be displayed after the Title Screen or the Name Entry Screen. Select the play mode by moving the Control Pad up or down and enter the mode with the A Button.

DICE POOL

PAGE 14

Allows players to organize and select the 15 dice used in the duels.

TOURNAMENT

PAGE 14

Players can battle various characters in a tournament.

FREE DUEL

PAGE 15

Players can battle their favorite opponents.

LINK DUEL

PAGE 17

Players can compete in a Link Duel by using the Game Boy® Advance Game Link® Cable.

TRADE

PAGE 18

Players can exchange dice by using the Game Boy® Advance Game Link® Cable.

GRANDPA'S SHOP

PAGE 19

Dice can be bought and sold here.



GAME MODES

DICE POOL

Players select the 15 dice used in the duels here. (See Pg. 29 - Dice Pool Formation)

TOURNAMENT

Players battle with a variety of characters by participating in tournaments. A player wins one die for each match victory. And the player wins prize money by becoming the tournament champion. Players do not lose dice when they lose a game. Also, more tournaments become available as the player wins more tournaments.

1. Select the tournament to participate in by pressing left or right on the Control Pad. Use the A Button to enter the selection.
2. The tournament participants will be displayed. Press the A Button and a tournament chart will be formed from randomly selected battle opponents.
3. The battle opponents will be displayed with the order of players' matches. Press the A Button to start the match.

Players will then proceed to Dice Pool Formation. (See Pg. 31)



CAUTION: PROGRESS IN TOURNAMENT MODE CANNOT BE SAVED. If the power is turned OFF, the Tournament must be played again from the first round, even if the player had made it to the final round. Please be careful!

FREE DUEL

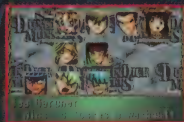
Players select a favorite opponent to battle. Any characters that have been beaten in Tournament Mode can be selected. A player acquires one die for defeating each character. Players do not lose dice when they lose a game.

1. Select the opponent with the cursor using the Control Pad. Use the A Button to enter the selection.

* A battle ranking of "Washout" results from a match that ends midway when the power is turned OFF during a match or the battery dies.

2. The opponent is displayed. Press the A Button and the game will start.

Players will then switch over to Dice Pool Formation.
(See Pg. 31)



HOW TO CONNECT

THE GAME BOY® ADVANCE GAME LINK® CABLE

This explains how to connect two Game Boy® Advance units with the Game Boy® Advance Game Link® Cable.

Necessary Items

- 2 - Game Boy® Advance units
- 2 - Yu-Gi-Oh! Dungeon Dice Monsters Game Paks or 2 Yu-Gi-Oh! Double Pack 2 Game Paks
- 1 - Game Boy® Advance Game Link® Cable

How to connect

1. Confirm that the Power Switches of both units have been switched to OFF. Insert a Game Pak into each of the units.
2. Connect the Game Boy® Advance Game Link® Cable to the External Extension Connector of each unit.
3. Move the Power Switches of both units to ON.
4. Please refer to Page 11 for further operating instructions.

Cautions for linked play

Players may encounter operational problems under the following circumstances

- When players are using a link cable other than the Game Boy® Advance Game Link® Cable for Game Boy® Advance.
- The Game Boy® Advance Game Link® Cable has not been firmly inserted as far as it will go.
- The Game Boy® Advance Game Link® Cable is disconnected during transmission.
- Players connect the Game Boy® Advance Game Link® Cable to a connection box.

Note: "Yu-Gi-Oh! Double Pack 2" cannot be linked with the "Yu-Gi-Oh! Dungeon Dice Monsters" Game Pak

- Players attempt to connect more than 2 systems.

LINK DUEL

Players can battle against each other using the Game Boy® Advance Game Link® Cable. Players do not win or lose dice when they win or lose a duel.

1. First, you must connect two Game Boy® Advance systems. (See Pg. 16)

NOTE: If it is necessary to organize the Dice Pool, be sure to rebuild the Dice Pool by selecting "Dice Pool" from the Game Menu before starting a Link Duel.

2. Both players must select "Link Duel" from the Game Menu and press the A Button.

3. The names of the battling players will be displayed. Press the A Button to start the game.



The first player to press the A Button at this time will go first.



TRADE

Players can exchange dice with each other by using the Game Boy® Advance Game Link® Cable.

* Players do not have to exchange the same number of dice when trading. For example, it is possible to exchange 7 dice for 10 dice. In addition, one-way exchanges are also possible (i.e. players can exchange 0 dice for 5 dice).

1. First, you must connect two Game Boy® Advance systems.

(See Pg. 16)

* The 15 dice in the Dice Pool cannot be traded. To set dice aside, select "Dice Pool" from the Game Menu before trading and form the Dice Pool.

2. Both players must select "Trade" from the Game Menu and press the A Button.

3. The dice box will be displayed. Please select the dice to be traded. Highlight the die to be traded and press the A Button.
(Up to 10 dice can be chosen at any given time)



4. Confirm the trade list when the dice have been selected.
(Move through the list by moving the cursor to the right in the dice box.) To remove a die from the trade list, highlight the selected die and press the A Button.



5. When players have decided what dice to trade, highlight OK and press the A Button. Players will be asked if they want to trade or not. Select "YES" or "NO" and press the A Button. The trade will occur when both players select "YES".



GRANDPA'S SHOP

Dice can be bought and sold here. Select "Grandpa's Shop" from the Game Menu and press the A Button. The shop will be displayed. Select an option and press the A Button. Selecting "Leave the Shop" or pressing the B Button will return the player to the Game Menu.



BUYING DICE

Players acquire the funds to purchase dice by winning tournaments. In addition, the number of varieties of dice that can be purchased increases as players win tournaments.

1. The dice that can be purchased will be displayed. Highlight the die you would like to buy and press the A Button. (Up to 10 dice can be chosen at any given time) You can check the cost of the selected die by pressing the R Button.



2. You can confirm the purchase list by moving the cursor to the right in the dice box. To remove a die from the purchase list, highlight the selected die and press the A Button.

OK Button



Total
Dice
Cost

Current
Total
Money

3. Once you have completed your selections, highlight "OK" and press the A Button. You will be asked to confirm your selection. Select "YES" to pay for the dice and complete your purchase or "NO" to go back and make more changes.

SELLING DICE

Dice can only be sold when a player has more than 15 dice.
(there are extra dice in the dice box)

1. Pick out the dice to sell. The dice box will be displayed.
Highlight the die you would like to sell and press the A Button.
(Up to 10 dice can be chosen at any given time) You can check
the selling value of the selected die by pressing the R Button.



2. You can confirm the selling list by moving the cursor to the
right in the dice box. To remove a die from the selling list,
highlight the selected die and press the A Button.



Total
Dice
Cost

Current
Total
Money

3. Once you have completed your selections, highlight "OK" and
press the A Button. You will be asked to confirm your selection.
Select "YES" to sell the dice or "NO" to go back and make more
changes.

DICE AND MONSTERS

DICE

Dice differ according to the Crests (patterns) inscribed on their faces and their colors. The dice also have levels.

DIE COLOR

There are six die colors. The colors show the Types of monsters that can be Summoned (five varieties) and Items.



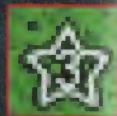
White	Spellcaster	Beast
Blue	Warrior	Red	Dragon
Yellow	Undead	Black	Item

DICE LEVELS

The number shown at the center of the Summon Crest represents the level of that die. The die level shows the level of monster or item that can be Summoned. The higher the level of a monster, the more difficult it is to Summon.

NOTE: There are fewer Summon Crests on high-level dice so there is a lower chance that a player will be able to roll matching faces for high-level Summons.

In addition, the numbers written on the sides of other Crests show the Crest Number, representing the number of Crests that can be acquired.



CRESTS

There are six varieties of Crests that may appear on a die. Any Crest other than the Summon Crest can be saved up.



Summon Crest:

Crests for Summoning monsters (or items). A Summon can be completed if 2 or more of the 3 dice rolled turn up with the same Summon Crest number.



Movement Crest:

Used to move monsters; can be saved up.



Defense Crest:

Used by monsters when defending with normal defenses or special abilities; can be saved up.



Attack Crest:

Used by monsters when attacking with normal attacks or special abilities; can be saved up.



Magic Crest:

Used by monsters when activating magic effects; can be saved up.



Trap Crests:

Used by monsters when activating trap effects; can be saved up.

MONSTERS

There are over 100 varieties of monsters in all. Each one has special characteristics that can be strategically used in battle.

DETAILED DATA

This is displayed with the Detail command or the L Button.

The diagram shows a detailed view of a monster's stats and abilities. The central panel is divided into several sections:

- HP:** Represented by a red heart icon and a bar with the value 200.
- ATK Power:** Represented by a red lightning bolt icon and a bar with the value 200.
- DEF Power:** Represented by a blue shield icon and a bar with the value 200.
- Monster Type:** Represented by a skull icon and a bar with the value 100.
- Special Type:** Represented by a green bar with the value 100.
- Level:** Represented by a blue bar with the value 2.
- Monster Graphic:** A small image of the monster, Swamp Battleguard.
- Description of Ability:** Text describing the ability: "raises ♣ by 10 once a turn. (On attack)".
- # Crests Needed for Ability:** Represented by a green bar with the value 1.
- Monster Name:** The name "Swamp Battleguard" is displayed at the bottom of the panel.

Four dice are shown around the central panel, each with a different symbol: a green die with a triangle, a red die with a lightning bolt, a blue die with a skull, and a green die with a cross.

SPECIAL ABILITIES

Some monsters possess special abilities. Players can check whether or not a monster has special abilities and can view the details and effects of special abilities by pushing the L Button while the monster is highlighted.

Players can activate the effect listed in the special abilities explanation by paying the indicated number of Crests. Movement, magic and attack effects can be used during a player's own turn. Defense effects can be used when one of your monsters is attacked. Trap effects can be used at any time when the requirements are met. If "Dimension" is written in the explanation of special abilities, that monster's abilities are activated automatically when it is Summoned to the Field.

In addition, if "In Play" is written, that monster's abilities can be exercised continuously for as long as it remains on the Field.



Crocozaurus

When attacking during one's turn, ATK can be increased by 10 points by consuming one Attack Crest. Up to 3 Crests can be used per turn.



Gator Dragon

When being attacked during an opponent's turn, damage can be lowered by 10 points for each Defense Crest that is consumed. There is no limit to the number of Crests that can be used per attack.

SPECIAL TYPES

Some monsters have Special Type abilities. These abilities do not consume Crests.

Special Type Icons

Flight



Tunnel



Flying Attack



Flight

Flying monsters can only be attacked by other flying monsters or special monsters that can attack flying monsters. These monsters need two Movement Crests to move one square but can fly over non-flying monsters.

Tunnel

These monsters can move 'under' other monsters.

Flying Attack

These monsters can attack flying monsters.



TYPE

There are five types of monsters and some are stronger or weaker compared to the other Types. (Please refer to the Type Hierarchy Chart). Damage is offset in battles that occur due to these relationships.

Monster Type Icons

Spellcaster



Undead



Beast



Warrior



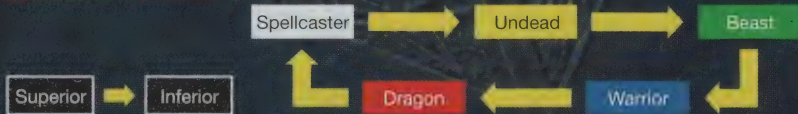
Dragon



- A superior Type attacks an inferior Type ... superior Type ATK +10
- An inferior Type attacks a superior Type ... superior Type DEF +10

* Even if the superior Type (defending) does not defend normally, damage will be reduced by 10. For details about damage, please refer to page 44.

Type Hierarchy Chart

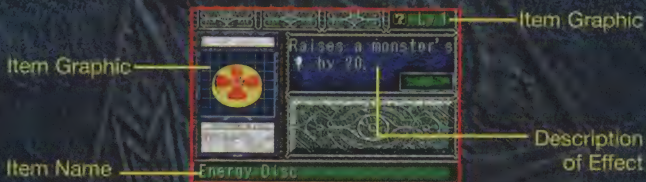


ITEMS

There are ten varieties of items in all. They can restore HP, improve ATK and have other helpful uses.

DETAILED DATA

This is displayed with the Detail command or the L Button.



Explanation of Special Effects

An item's effect will be activated if a monster, whether friend or foe, enters its square. Items usually disappear once they have been activated.



Medical Aid Kit

A monster that enters a square with a Medical Aid Kit will have 20 HP restored.



Warp Hole

If two or more warp holes are on the Field at the same time, a monster entering one warp hole will move to the other warp hole.

* "Warp Holes" do not disappear after being activated.

DICE POOL FORMATION

Players choose dice to use in the game from the dice box.

- Choose 15 dice and start the game.
- Any number of the same type of die can be used.

DICE BOX

Only shows the dice in possession

Quantity of
Type of Die

Cursor

Data about
Selected Die



DICE POOL



Cursor

Data about
Selected Die



DICE DATA

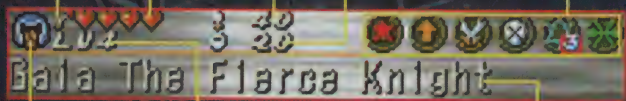
Special Type

HP

ATK Power

DEF Power

Die Faces



Monster Type

Level

Name

Dice Pool Formation Flow

1. First, the dice box will be displayed. Highlight the die you would like to add to your Dice Pool. (Detailed monster data can be viewed with the L Button.) If the die selected is OK, press the A Button to place them in the Dice Pool.



2. Check the Dice Pool. Players can switch to the Dice Pool by moving the cursor to the right in the dice box. Return dice from the Dice Pool back to the dice box by highlighting the selected die and pressing the A Button.



3. Players select 15 dice by repeating Steps 1 and 2. When the Dice Pool has been formed, press the B Button at the Dice Box Screen. Players will be asked to confirm the current Dice Pool. Select "YES" to confirm or "NO" to go back and make more changes.



Note: Dice Pool Formation will not end until there are 15 dice in the Dice Pool.

GAMEPLAY

The Die Master is placed on the Field in a predetermined position (the Die Master area). The player to go first will be decided automatically.



WIN REQUIREMENTS

- The first player to attack the Die Master three times and reduce his life points ("LP") to zero is the winner.

DIE MASTER

This figure represents the players. It cannot attack, defend, or move. The Die Master has no HP, instead it has 3 LP.

Regardless of the enemy monster's ATK, it loses 1 LP each time it is attacked and is defeated after its LP have been reduced to 0 by three attacks. Its LP cannot be restored with special abilities or items.

- A player can also win by Summoning all of the Exodia series onto the field.



EXODIA SERIES

There are five parts: Right Leg of the Forbidden, Left Leg of the Forbidden, Right Arm of the Forbidden, Left Arm of the Forbidden and Exodia the Forbidden.

If both arms and both legs are on the Field, Summoning Exodia the Forbidden will win the game.



ROLLING THE DICE

Players choose 3 dice at the beginning of each turn and roll them.

- If two or more Summon Crests of the same level are rolled, a monster or item can be Summoned.
- If a Crest other than a Summon Crest is rolled, it is saved in the Crest Pool.
(This has no effect on the success of the Summon.)



CHOOSE DICE

Manual Selection

1. Line up the cursor with the field for setting the dice and press the A Button. The dice will be displayed. Choose a die by pressing the Control Pad left and right.
2. If the selected die is OK, press the A Button to set it. By performing the same operation, choose the remaining two dice.
3. To change the dice selected, highlight the selected die and press the B Button. The dice will disappear and clear the field. Repeat Steps 1 and 2 to reselect dice.
4. When 3 dice have been selected, select "GO" and press the A Button. The dice will roll.



Automatic Selection

If you select a goal such as "Summon Monster" or "Save Crest", the CPU will automatically select dice with a high probability of accomplishing your goal. Only one main goal and one sub-goal can be selected.

*Since rolling dice is a matter of probability, the roll of the dice will not always achieve the goal. Also, if two goals are selected, dice selection will be performed with the main goal as the primary requirement and the sub-goal as the secondary requirement.

1. Highlight the main goal (the left window) and press the A Button. The monster and Crest lists will be displayed. Choose the desired goal. Players can scroll through Crests by pressing Up and Down on the Control Pad or scroll through monsters by pressing Left and Right on the Control Pad.



2. If the selected monster or Crest is OK, press the A Button. It will be input as the main goal. The operation is performed in the same way to choose the sub-goal.



3. To change or abandon a goal, Highlight the goal to be changed and press the B Button. This will clear the goal window. To choose another goal, repeat steps 1 and 2.

4. When the goals have been chosen, highlight "SET" and press the A Button. 3 dice will be selected automatically. Then highlight "GO" and press the A Button. The dice will roll.



"If a player uses automatic selection and the chosen set dice are not acceptable, "Manual Selection" can still be used. (See Pg. 34 - Manual Selection)
Goals and dice can be changed freely until "GO" is selected.

ROLLING THE DICE

Choose 3 dice and select "GO" to roll the dice.

If two or more dice of the same level Summon Crest are rolled, a monster can be Summoned. In addition, all Crests other than Summon Crests can be saved up in the Crest Pool.



(Example of a successful Summon) The Summon succeeds. Player acquires 3 Movement Crests.



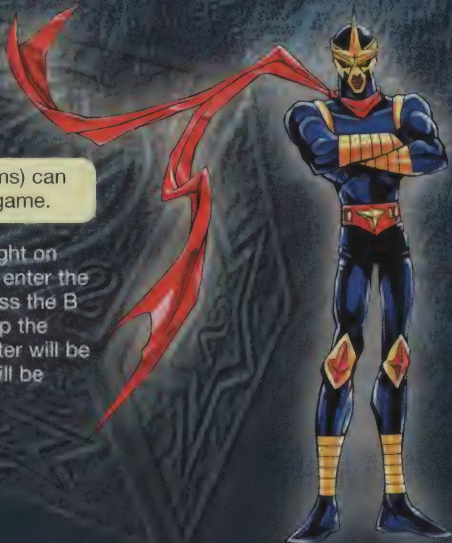
(Example of a failed Summon) The Summon fails. Player acquires 2 Attack Crests and 3 Magic Crests.

MONSTER SUMMONING

If a player's Summon is successful, he can choose one die from those showing a Summon Crest and play it on the Field.

- A maximum of 10 monsters (or items) can be Summoned onto the Field per game.

Choose the dice by pressing Left or Right on the Control Pad. Press the A Button to enter the selection. At this time, players who press the B Button will be asked if they wish to stop the Summon. If "YES" is chosen, no monster will be played on the field and the Summon will be cancelled.



DIMENSION

"Dimension" refers to the "unfolding" of a die and placing it as a flat, six-square piece on the Field. When players succeed in a Summon, a Dimension must also be performed. After a die is placed onto the field, it cannot be rolled anymore.

- The first Dimension must be placed so that one side touches the Die Master area.
- All following Dimensions must connect to the player's dungeon pieces.
- Dimensions cannot be placed so that they overlap other dungeons, overlap any square directly horizontal or vertical to an obstacle, or stick out of the Field.



Controls

Control Pad: Moves the piece and the cursor.

A Button: Places the shape on the Field.

B Button: Returns a player to the Summon Select Screen.

(See Pg. 37 - Monster Summoning)

R Button: Rotates the dungeon piece.

L Button: Displays detailed data about the selected die.

START/SELECT: Changes the shape of the piece.

BUILD A DUNGEON

1. Move the piece with the Control Pad. Change the shape with START or SELECT and rotate the piece with the R Button until it is in the desired area.

2. Press the A Button and the piece will be placed on the Field. Monsters (or items) will be Summoned.



MONSTER MOVEMENT AND BATTLES

Players move monsters and defeat enemy monsters in order to attack the enemy Die Master.



Controls

Control Pad: Moves the cursor, selects commands

A Button: Displays the Action Menu for the selected monster, inputs commands, etc.

B Button: Cancels commands

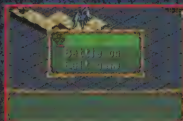
L Button: Displays detailed data for the monster selected

R Button: Scrolls the cursor through ally monsters

START: Displays the Menu Window

MENU WINDOW

Press START at the Field Screen and the Menu Window will be displayed. Choose an option and enter the selection with the A Button. The B Button returns players to the Field Screen.



End Turn

Ends a player's turn and moves to the opponent's turn.

Battle on (off)

Toggles battle animations on and off.

Quit Game

Surrenders and stops a game in the middle of play. Quitting a game will count as a loss.

ATTACK ACTION MENU

Select a monster during your turn and the Attack Action Menu is displayed. If you choose an allied monster you can select an action and enter the selection with the A Button.



Move

Moves monsters around the field. Movement Crests are necessary to move the monsters. (See Pg. 43)

Attack

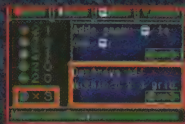
Attacks an adjacent enemy monster. Attack Crests are necessary to attack. (See Pg. 44)

Ability

This command can only be used for monsters with special abilities. If you have sufficient crests, select the ability and press the A Button to activate it. Some monsters may have more than one ability, but only one can be activated per turn.

Detail

Press the L Button to display detailed monster data.
(See Pg. 24 - Detailed Data)



DEFENSE ACTION MENU

This menu appears when a player receives an attack from an enemy monster during his opponent's turn. Choose a command and enter the selection with the A Button.



Wait

This is used to take no action against an attack. Players receive the enemy monster attack directly.

Guard

This is used to defend against enemy attacks. Defense Crests are necessary in order to defend. (See Pg. 45 - Damage Assessment)

*Please refer to the Attack Action Menu section regarding "Ability" and "Detail".

MOVEMENT

Players use Movement Crests to move their monsters.

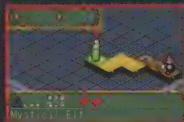
- One Crest must be used to move a monster one square.
- *Two Crests are necessary to move flying monsters one square.
- Monsters can move one square horizontally or vertically for each Crest used.
- Most monsters cannot pass over other monsters when moving.
- *Flying monsters and tunneling monsters can pass over or under other monsters on the Field.

How to Move

Choose "Move" from the Action Menu.

1. The range of possible moves will be displayed. Move the cursor to the desired destination and press the A Button.

2. When a monster is moved, the number of Movement Crests consumed will be displayed. The number in parentheses indicates the number of Movement Crests in the player's possession. If the number of Crests is acceptable, press the A Button to move.



BATTLE

Players attack an enemy monster or defend against an enemy in battle. A monster will be cleared from the field when its HP reaches 0. Defeated monsters cannot return to the game, except under special circumstances.

Normal Attack

By using Attack Crests, players can attack enemy monsters.

- A monster can attack an enemy monster once in a player's turn.
- One Attack Crest is necessary to attack.
- Players can only attack monsters in horizontally or vertically adjacent squares.

Normal Defense

By using Defense Crests, players can defend against enemy monster attacks.

- One Defense Crest is necessary to defend.
- As long as a player has Defense Crests, he can defend each time he is attacked.

Attacking/Defending with Special Abilities

If attacking and defending activates special abilities, only Crests consumed for special abilities will be used.

Damage Assessment

Battle damage differs according to whether a player is normally defending against the attack or not defending at all.

When Defending:

Damage is equal to the difference between the attacking monster's ATK and the defending monster's DEF.

- The attacking monster's $\text{ATK} > \text{the defending monster's DEF}$



The defending monster receives damage.

- The attacking monster's $\text{ATK} = \text{the defending monster's DEF}$



No damage is assessed.

- The attacking monster's $\text{ATK} < \text{the defending monster's DEF}$



The attacking monster receives damage.

When not Defending:

The attacking monster's ATK is directly inflicted upon the defending monster.

A monster can remain on the Field as long as it has HP remaining. A monster's lost HP cannot be restored unless a healing special ability or item is used. Monsters that receive damage equal to or above their HP are destroyed and removed from the Field.

Attacking

Select "Attack" from the Action Menu.

1. The possible attack range (one square to the left, right, front, or back) will be displayed. Move the cursor to the target and press the A Button.



2. The enemy monster will react to a player's attack. The battle will then begin. (See Pg. 45 - Damage Assessment)



About Battle Animation

If "Battle On" has been set in the Menu Window, the battle animation can still be skipped by pressing the A Button after the target has been entered and before the battle begins. The B Button may also cancel the battle animation at any time. If "Battle Off" has been set, pressing the A or B Button allows players to see the battle animation.





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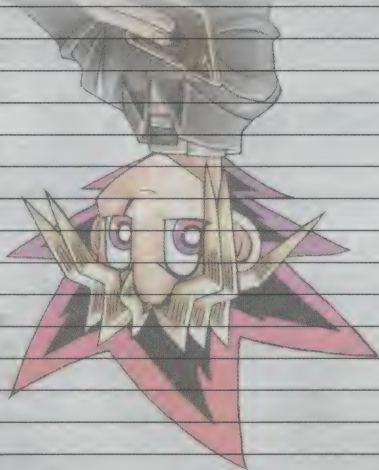
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HINTS & TIPS

Make the Dice Work for You!



Let me tell you about some techniques that might just keep you one step ahead. If you follow my advice, you should be able to send your rivals home in shame!

When there's a space on the map you really want to go to, count the steps it would take to reach the space and take a look at the monsters you have with the same number of stars and their abilities. Set them on the appropriate faces of the Summon Dice and use the Soul Shuffle to boost your chances of summoning the monster you want.



To move 2 spaces ahead, set as many cards with 2 stars as you can.



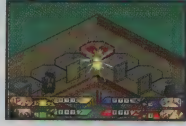
Use that Soul Shuffle. If things go well, you'll roll a 2!

Your Super Power is the Ace in the Hole!

Super Powers are enabled at random. Once you have used a Super Power, there is no telling when it will be enabled again, so it hold on to it and use it when the timing is right for maximum effect!



You can activate your Super Power now!



Activate it when you're in a real tight pinch or when you want to deliver a crushing blow!

Rebecca Hawkins

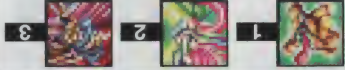
Rebecca is a cute young girl with game skills sharp enough to put most others to shame.



Super Power

She can warp all the characters to different places on the map.

Rebecca Sample Hand



- 1 Stuffed Animal
- 2 Performance of Sword
- 3 F.G.D.

Dark Magician Girl

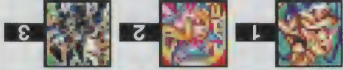
Dark Magician Girl is the Dark Magician's young, female apprentice.



Super Power

She can summon her master, "Dark Magician", in a duel.

Dark Magician Girl Sample Hand



- 1 Gemini Elf
- 2 Dark Magician Girl
- 3 Dark Paladin

Characters (2)

Mai is a very beautiful, experienced duelist who is no stranger to the world of professional gambling.

Super Power Aroma Tactics

She can see details about every monster that is currently summoned on the map.

Mai Sample Hand

- 1 Amazoness Fighter
- 2 Harpie Lady Sisters
- 3 Harpie's Pet Dragon

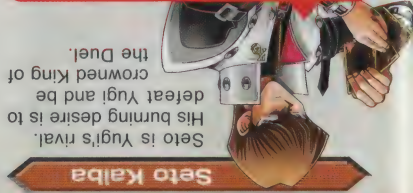
Pegasus is a genius game designer with an acute insight into his opponent's thoughts and actions. It's almost as if he can read their minds.

Super Power Damage Reversal

He can reverse all damage aimed at him during a duel back onto his opponent.

Pegasus Sample Hand

- 1 Toon Summoned Skull
- 2 Manga Ryu-Ran
- 3 Blue-Eyes Toon Dragon




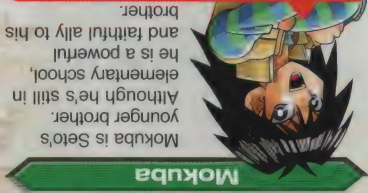
Seto Kaiba

Seto is Yugi's rival.
His burning desire is to
defeat Yugi and be
crowned King of
the Duel.

Super Power Destroy Cards

He can destroy all cards with ATK of 1500 or higher in all character's hands.

1	Vorse Raider
2	Blue-Eyes Ultimate Dragon
3	Obelisk the Tormmentor


Mokuba

Mokuba is Seto's
younger brother.
Although he's still in
elementary school,
he is a powerful
and faithful ally to his
brother.

Super Power Card Steal

He can steal one card from each of the other characters' hands.

1	Mystic Tomato
2	Hungry Burger
3	Javelin Beetle



Characters (1)

Yugi



Yugi is the grandson of Grandpa Trusdale, the creator of this board game. He is a very kind and gentle kid who just loves games of all kinds.

Super Power

He can turn another character's monster into his own monster with a certain degree of probability.

Change of Heart

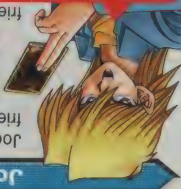


Yugi Sample Hand

- 1 Curse of Dragon
- 2 Gaia the Fierce Knight
- 3 Dark Magician

32

Joey Wheeler



Joey is one of Yugi's best friends and they share a strong bond. He has a pure heart and believes strongly in the importance of friendship.

Super Power

He can re-roll the Summon Dice one time.

Re-Roll



Joey Sample Hand

- 1 Panther Warrior
- 2 Jinzo
- 3 Red-Eyes B. Dragon

* When both monsters are in the Defense Position, the ATK/DEF strengths of the monsters have no effect on the outcome, so they are not listed in the previous example.

▶ The defender's monster is sent to the graveyard and the challenger's monster is successfully summoned to the space.

DEF
700
LOSS

×

ATK
900
WIN

▶ The challenger's monster returns to the player's hand and the challenger loses 200 LP. The defender's monster keeps the space.

DEF
900
WIN

×

ATK
700
LOSS

▶ The challenger's monster returns to the player's hand and the defender's monster keeps the space.

DEF
900
DRAW

×

ATK
900
DRAW

▶ The challenger's monster returns to the player's hand. The defender's monster keeps the space, but the defender loses 200 LP.

ATK
700
LOSS

×

DEF
900
WIN

▶ The challenger's monster is sent to the graveyard and the defender's monster keeps the space.

ATK
900
WIN

×

DEF
700
LOSS

▶ The challenger's monster returns to the player's hand and the defender's monster keeps the space.

ATK
900
DRAW

×

DEF
900
DRAW

What happens if your monster isn't summoned?



If your monster isn't summoned, it means you, as the challenger, lost the duel. The defender's monster keeps the space.

Duels - Fight for Control (2)

Understanding Duel Outcomes

The following rules explain who wins a duel. Once the outcome of a duel is decided, the next player's turn starts.

Challenger and Defender



The "Challenger" is the player moving into a space on the map.
The "Defender" is the player whose monster has already been summoned to that same space.

* In the following examples, the challenger's monster is on the left, and the defender's on the right.

The defender's monster is sent to the graveyard and the defender loses 200 LP. The challenger's monster is successfully summoned to the space

ATK
700
LOSS



ATK
900
WIN

The challenger's monster is sent to the graveyard and the challenger loses 200 LP. The defender's monster keeps the space.

ATK
900
WIN



ATK
700
LOSS

Both the challenger's monster and the defender's monster are sent to the graveyard. The space becomes empty.

ATK
900
DRAW



ATK
900
DRAW

The challenger's monster returns to the player's hand and the defender's monster keeps the space.

DEF







DEF



You've summoned your monster, now it's time to "Duel"! See P.30-P.31 to learn how to figure out who won.




Duel Menu

Use the Duel Menu to perform the following actions on the Duel screen.

	Attack Position	Set your monster in the Attack Position.
	Defense Position	Set your monster in the Defense Position.
	Pass	Don't make a selection from the Duel Menu.
	Cancel	Return to Duel Screen.

Duel Dice

Players roll the Duel Dice during duels. Depending on the face that the Duel Dice lands on, the monsters and the outcome of the duel can be greatly affected. The following table describes the faces of the Duel Dice and their effects.

	Reverse Attack/Defense	1 side	Reverses the Position of your opponent's monster.
	Reduce ATK/DEF	1 side	Lowers the ATK/DEF of your opponent's monster by 500 points.
	Miss	4 sides	Has no effect on the Duel.

Effect

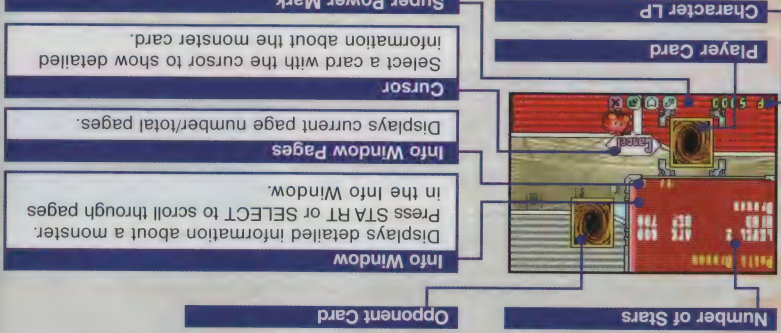
Number of sides

Face

Duels - Fight for Control (1)

Duel Screen

If you land on a space where your opponent has already summoned a monster, a duel begins!



Displayed when a character's Super Power has been activated (P.27).

Summon Monsters

The monster that was set on the face of the Summon Dice that you rolled with the Dice Roll (P.26) command will be summoned. If you already have a monster on a space and you try to summon another monster to the same space, your new monster will

replace the previous one. Depending on the level or number of stars of the monster, you may need tribute monsters to successfully summon the monster. See the table below for more information about tribute requirements.



Requires a tribute of 1 previously summoned monster.

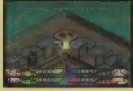
**Summon a monster
with 5-6 stars**

Requires a tribute of 2 previously summoned monsters

**Summon a monster
with 7 or more stars**

Super Power

Each character has a Super Power or special ability. When it is your turn, the game determines randomly whether you will be able to use your Super Power or not during that turn. To activate your Super Power, select "Super Power" (P.23) from the Map Menu before you roll the Summon Dice (P.26) during your turn.



Maps - Stages of Fierce Conflict (3)

Roll Dice

Select "Roll Dice" (P.25) from the Hand Menu to start the dice spinning. Press the B Button to roll the Summon Dice (P.25). The number of stars you rolled indicates how many spaces you can move your character before summoning a monster (facing page). Note that the Summon Dice will roll automatically after a set period of time if you do not hit the B Button.

What if the dice lands on a face without a card?

If you roll a face that doesn't have a card set on it, you can move your character, but then your turn ends. You won't be able to summon a monster. This could put you at a disadvantage, so watch out!



Soul Shuffle







If you tap the A Button as quickly as possible after selecting Dice Roll, the dice will glow and spin even faster. This is called "Soul Shuffle". The faster the dice spins, the more powerful the Soul Shuffle and the greater the chances that you will roll the "Star Face" (P.25).



Hand Menu

Use the Hand Menu to perform the following actions on the Card Selection screen.



	Star Face	Set the selected card on the Star Face of the Summon Dice.
	Regular Face	Set the card on a Regular Face of the Summon Dice.
	Roll Dice	Roll the Summon Dice (P.26).
	Back to Map	Return to the Map screen (P.22).
	Cancel	Return to card selection.
	Remove from Dice	Remove a card that had been set on one of the faces of the Summon Dice.



What are the Summon Dice?

Summon Dice are special dice that have faces that change depending on what cards are set on or assigned to each face. It has 1 "Star Face" and 5 "Regular Faces" so you can set up to 6 cards.

Maps - Stages of Fierce Conflict (2)

Card Selection Screen

The Card Selection Screen allows you to set cards on the Summon Dice (facing page). Press LEFT/RIGHT on the Control Pad to scroll through the cards in your hand and press the A Button to display the Hand Menu (facing page).

Character Face

Character LP



Number of Stars

Info Window

Displays detailed information about a monster.
Press START or SELECT to scroll through pages
in the Info Window.

Info Window Pages

Displays current page number/total pages.

S/R Mark

The "S" mark indicates that the card is set on the "Star Face" and the "R" mark means that the card is set on a "Regular Face"






The Map screen is also where you set cards from your hand on the Summon Dice (P.25) and summon monsters.

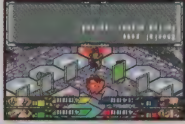


Map Menu

Use the Map Menu to perform the following actions on the Map screen.



	Set on Dice	Show the Card Selection screen (P.24) and select cards to set on the Summon Dice.
	View Space	View information about the monster or Special Zone (facing page) on a particular space.
	View Map	View the map the character is on by scrolling with the Control Pad.
	Large Map	View all the maps, the locations of all other characters and the win conditions.
	Super Power	Activate your character's "Super Power" (P.27).



View Space



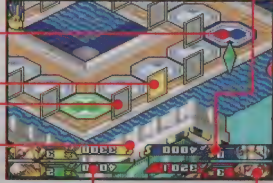
Large Map

Maps - Stages of Fierce Conflict (1)

Viewing Maps

The following is a small selection of the maps available in the game. Knowing the characteristics of each map can give you the upper hand in any game.

Character Face



Character LP

Super Power Mark

Displayed when a character's Super Power is activated (P.27).

Summoned Monsters

The gray cards indicate stray monsters and the color-coded cards indicate monsters summoned by the active players.

Special Zone

These spaces have different effects, depending on the map. If your character has crystals, then you can land on the Special Zone without triggering an event.

Number of Stars

Maps, Maps and More Maps

The following is a small selection of the maps available in the game. Knowing the characteristics of each map can give you the upper hand in any game.



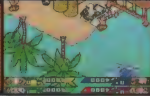
Domino Park

Character LP recovers 1,000 points.
When you move to the Special Zone (P.22)



Domino Pier

LP of one of the characters (not the one in the Special Zone) is reduced by Doom Meteors.
When you move into the Special Zone



Desert

Small chance that a monster currently summoned to the space will dry up and wither away.
When you move into the Special Zone



Outer Space

LP will fall by 1,000 points each turn unless you breathe once every 5 turns.

Select Map

Press UP/DOWN on the Control Pad to select a map number and then LEFT/RIGHT to enter your selection and set the map. Selected maps are set according to the LM Type you chose on the "LM Type Select" screen (P.19). Once the map is complete, the "Win Conditions" screen appears and you get to set the win conditions.

Note

Once a map is selected, it cannot be set using another map number.

Win Conditions

Select the number of stars required to win. After you have set the win conditions, the Map screen appears (P.22).

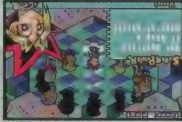


Adding LM Types and Maps

New map selections are added when you win games. As the number of maps increase, so does the number of LM Types available.

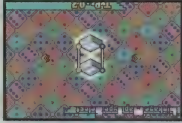
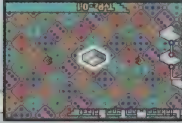
Select Characters

Select a character to play as. Information about a character's Super Power (P.27) is displayed on the left side of the screen when the character is selected.



Select LM Type

Select the number of maps and how they will be linked together to create the game "Map Select" screen (P.20) is displayed.



What is the LM system?

The LM (Linkage Map) system is a fresh new idea that lets you create game maps by combining several different maps in a variety of different ways!



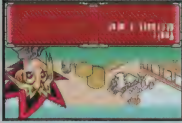
Game Basics (1)

Rules



Let me walk you through the game rules and explain how to create a map. Take a look at P.19 for more details about each map.

Players get stars when they successfully summon monsters (P.27). When you have the required number of stars, as set in the win conditions (P.20), you win the game.



Life Points (LP)

Life Points (LP) represent the life of the character. They can be affected by events triggered by characters landing in Special Zones (P.22) and by the outcome of Duels (P.28-P.31).



What happens if my LP reaches 0?

- You are disqualified and any monsters you summoned become stray monsters
- If all but one player are disqualified, the remaining active player wins by default

Depending on the map, disqualified players can sometimes rejoin a game. Even disqualified players keep all their stars, so don't give up hope, no matter what happens!

Starting Linked Multi-Player Games

When you choose to play a multi-player game from the Main Menu, the "Awaiting connection" screen appears. After the game verifies the connections, players select characters (P.19).



Maps/Win Conditions in Multi-player Games

For multi-player games, Player 1 gets to select the game map and set the win conditions (P.19-P.20).

Note

Disconnecting the Game Boy® Advance Game Link® Cable or turning the power OFF during linked play will cause errors.



Saving Data

There are no game save/load commands. "Yu-Gi-Oh! Destiny Board Traveler" saves data automatically at the end of each game and loads game data automatically when the power is turned ON.

Starting a Game

Main Menu



Insert the Game Pak into your Game Boy® Advance (or Game Boy Advance SP) and turn the power ON to display the Main Menu.

Press SELECT to select one of the following items from the Main Menu and press START to enter your selection.

1 PLAYER

Select this mode to play alone.

2-4 PLAYERS

Select this mode to connect other Game Boy® Advance systems with the Game Boy® Advance Game Link® Cable and play with friends. You can select between 2-4 players. See P.4-5 for instructions about connecting Game Boy® Advance systems with the Game Boy® Advance Game Link® Cable.

OPTIONS

View the game credits or initialize backups. Select "Back" to return to the Main Menu.





R Button

Select Character

A Button

- Enter Selections
- Tap Rapidly for Soul Shuffle (P.26)
- Send Message

Soul Shuffle



Send Message



B Button

- Cancel
- Send Message
- Roll Dice (P.26)

Roll Dice



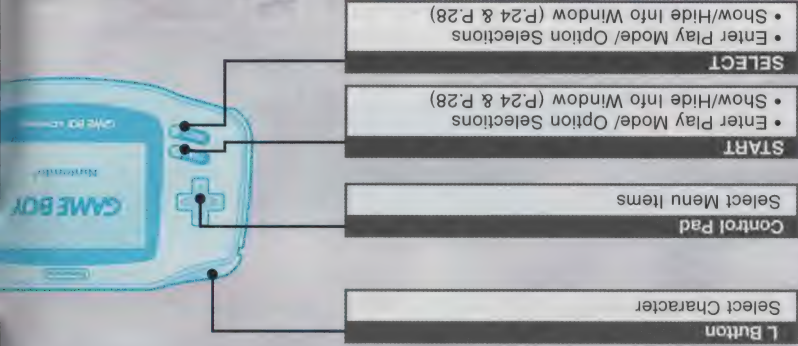
Game Controls

Game Boy Advance® Controls



This game is mine! I created it, so the least you can do is let me tell you about the game controls!

The following section outlines the buttons and their functions on the Game Boy Advance. If you are playing on the Game Boy® Advance SP, refer to the Game Boy® Advance SP instruction booklet.



The first player to gather the required number of stars wins!

Next Character's Turn

Summon Monsters and Gather Stars (P.18)
Your monster is successfully summoned to the space where you landed when you win the duel. This increases your total number of stars!



Duel Victory!

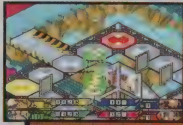
Let's Fight (P.30-P.31)
Now it's time for the monsters to duke it out one-on-one! Give it all you've got!



Rare Cards (P.22)
Give yourself the advantage by summoning a high-level monster with a rare card that has many stars!



Summon Monsters (P.27)
The face on the Summon Dice that you rolled determines which monster you can summon.

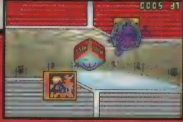


Duel Start!

Select Monster Positions (P.29)
Put your monster in either Attack or Defense Position. Which will you choose? What about your opponent?



Roll the Duel Dice (P.29)
The Duel Dice can turn an expected outcome upside down. The Duel Dice can reverse the Attack and Defense Positions of the monsters in the duel, as well as reduce their ATK and DEF strengths.



Tributes (P.27)
You will need tribute monsters in order to summon the more powerful monsters.

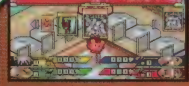


Rules!

1. Whoever gets the required number of stars first, wins the game.
2. If your LP (Life Points) reach 0, you are disqualified.

Your Turn!

Set Cards on the Summon Dice
(P.24-P.25)



The faces of the Summon Dice
change depending on the number of
stars on the
cards you set on
the Summon
Dice.

Soul Shuffle (P.26)

The Soul Shuffle can
make it easier for
you to roll the Star
Face.



Special Zones (P.22)

When you land on a
Special Zone, any
one of a number of
special events can
occur.



Roll the Summon Dice and
Move Your Character (P.26)
The number of stars you roll
determines how many spaces your
character
can move
on the
map.



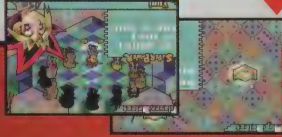
Continued on P.12

Destiny Board Traveler

Game Start!

Character and Map Selection
(P.19-P.20)

Select the character you want to play as
and create a game map!



Super Power (P.27)
Select a character with
a Super Power that
matches your game
strategy!



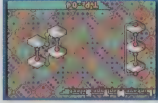
Set Win Conditions (P.20)

You decide what it takes to win and
set the number of stars needed to
clear the map!



Linkage Map (LM) System (P.19)

The Linkage Map game
system allows you to
combine various maps
to form an original
game map!



Trust me.
This is no ordinary
board game. It's
unlike anything you've
ever played!



Never Let A Chance to Turn the Tables Slip Away!

You'll have plenty of opportunities to turn the odds in your favor by using your Super Powers or the Duel Dice. How well you use them is entirely up to you!



Quilt your opponent by activating your Super Power and taking his well-aid place. Your Super Power is your ace in the hole and it can give you the advantage when you need it most!



When things look their worst, the Duel Dice might just turn them around. As long as you can still put up a fight, never give up and believe in yourself!

A New Twist on Board Games

Supports up to 4 Players

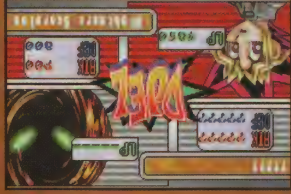
By linking GBA systems with Game Link cables, you can go head-to-head with up to 3 friends!



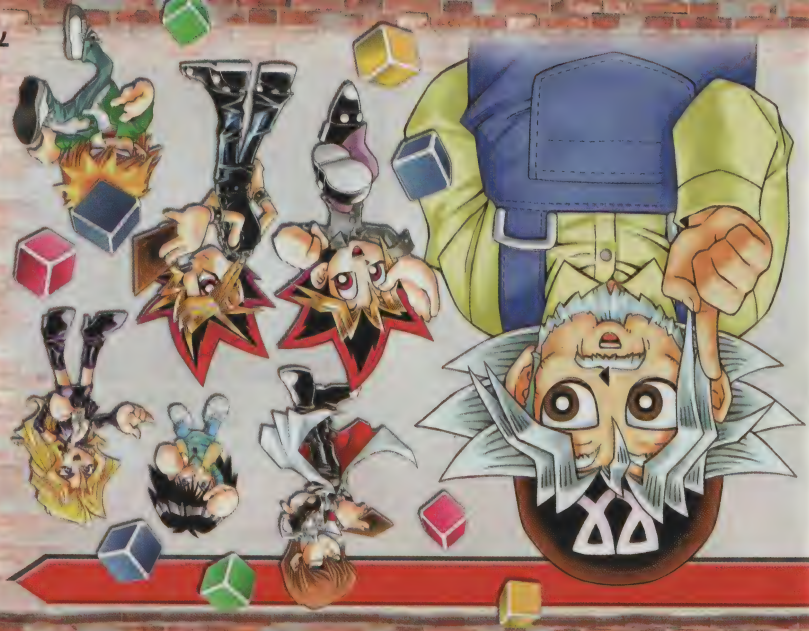
Each character has a Super Power and favorite type of block. Play as any one of the favorite characters!

A Furious Scramble for Control of the Map!

You fought hard for control of that map space, so stay on your toes. Another player could challenge you at any point!



Win the duel and you get to summon your monster to the space. The stronger the monster, the more stars you add to your total!



What is "Yu-Gi-Oh! Destiny Board Traveler"?

What

happens when you mix the ultra popular "Yu-Gi-Oh! Duel Monsters" card game with board games and dice? You get a fantastic, exciting fusion of fun and strategy. Advance through the game by summoning monsters by rolling the mysterious "Summon Dice" and use your "Super Power" to give yourself a leg up on your opponents. And let's not forget that your monsters will have to be prepared for Duels! You'll need a little luck and some solid strategy to master the in-depth gameplay of this new vision in board games and defeat your enemies -

"Yu-Gi-Oh! Destiny Board Traveler"!

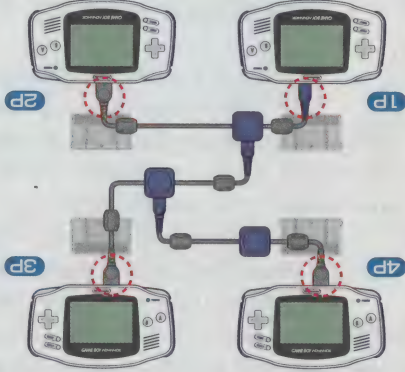
■Connecting the Game Boy® Advance Systems

1. Make sure that the power is OFF on all systems and insert a Game Pak in each system.
2. Connect the Game Boy® Advance Game Link® Cables together and plug them into the External Extension Connection (EXT) on the top of each Game Boy® Advance system.
3. Turn the power switches on all the systems ON.
4. Refer to P.17 for further instructions.

Connect the Game Boy® Advance Game Link® cables and Game Boy® Advance systems as shown in the illustration to the left.

(Note the size of the plugs)

[Game Boy® Advance and Game Boy® Advance Game Link® Cable Connection Illustration]



Linked Multi-Player Games

What You Need

- Game Boy® Advance 1 for each player
- "Yu-Gi-Oh! Destiny Board Traveler" Game Pak or "Yu-Gi-Oh! Double Pack 2" Game Pak 1 for each player
- Game Boy® Advance Game Link® Cable 1 for each player

- For 2 players 1 cable
- For 3 players 2 cables
- For 4 players 3 cables

Notes about Linked Multi-Player Games

Any of the following may cause problems before and during Linked Multi-Player games:

- Game Boy® Advance Game Link® Cable not used to connect the systems
- Game Boy® Advance Game Link® Cable(s) not fully inserted
- Game Boy® Advance Game Link® Cable(s) removed during a game
- Game Boy® Advance Game Link® Cables and Game Boy® Advance systems not connected properly
- 5 or more Game Boy® Advance systems connected

Note: Yu-Gi-Oh! Double Pack 2 cannot be linked with the "Yu-Gi-Oh! Destiny Board Traveler" Game Pak

- * For 2- or 3-player games, do not connect more Game Boy® Advance systems or cables than are required.
- * Player 1 is the player whose Game Boy® Advance is connected to the smaller plug.

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THIS GAME PAK INCLUDES A MULTIPLYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.



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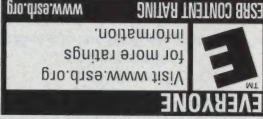
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Rev-D(L)

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WARNING - Repetitive Motion Injuries and Eyestrain

- Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS
BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO®
HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS
IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE
YOU OR YOUR CHILD PLAY VIDEO GAMES.**

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

GAME BOY ADVANCE

KONAMI

Destiny Board Traveler

XU-G-OH!

INSTRUCTION BOOKLET

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